GTE Interactive Media
P.O. Box 4358
Carlsbad, CA 92018-4358

Customer Service: (619) 431-4264

PRINTED IN JAPAN

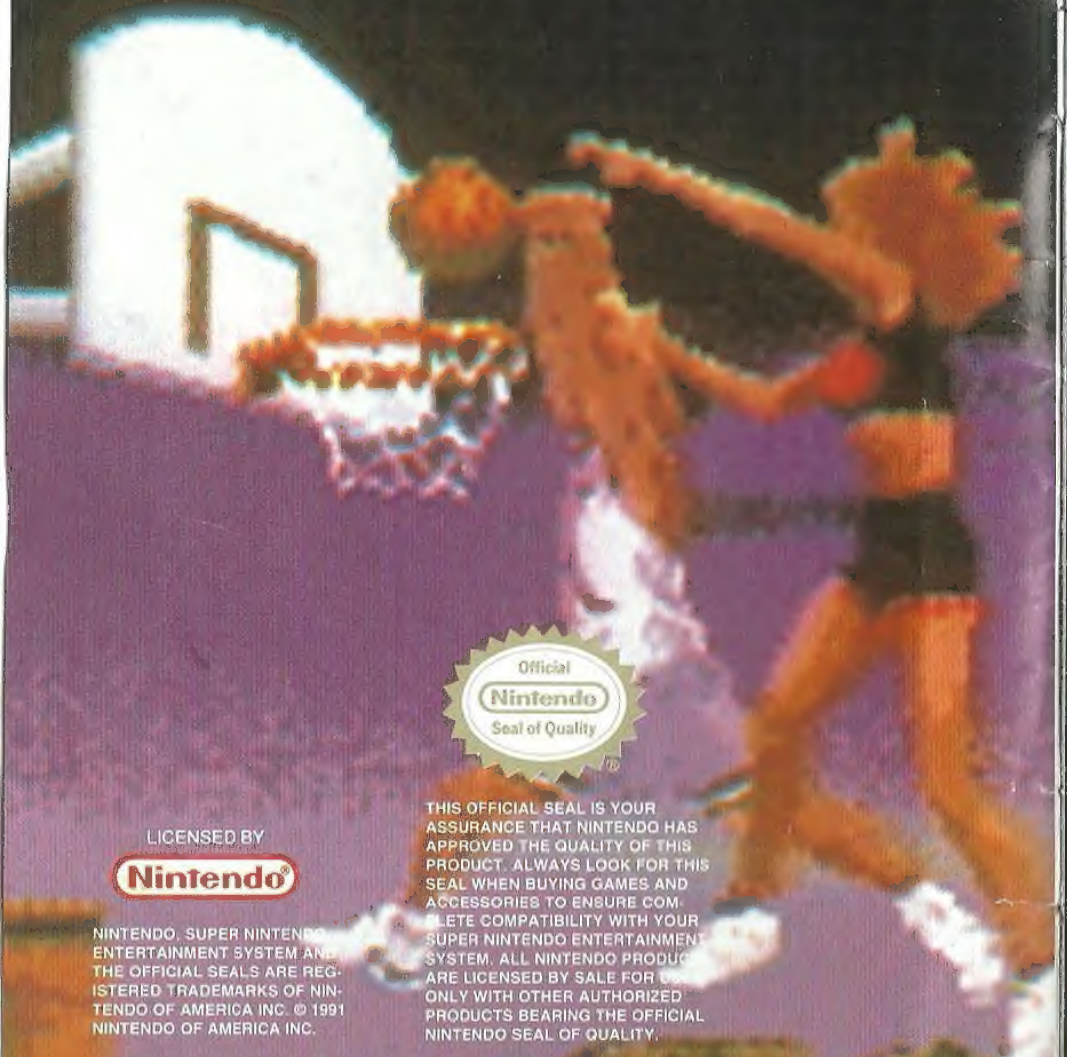
SNS-J6-USA

JAMMIT™

INSTRUCTION BOOKLET

SUPER NINTENDO

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



Official Nintendo Seal of Quality

LICENSED BY Nintendo®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

GTE

© 1994 GTE Vantage Incorporated. Audio Drive © 1993 Chip Level Designs. All rights reserved. The GTE logo is a trademark of GTE Corporation. GTE Entertainment, Street Sports and Jammit are trademarks of GTE Vantage Incorporated. GTE Interactive Media is a part of GTE Vantage Incorporated.
P.O. Box 4358, Carlsbad, CA 92018-4358

JAMMIT™

SUPER NINTENDO ENTERTAINMENT SYSTEM
INSTRUCTION MANUAL

GETTING STARTED 1
INTRODUCTION 2
CONTROLLER SECTION 3
ACTION 4
SLAM CAM MODE 5
PICK UP QUICK 6
OPTIONS MENU 7
LET'S GET BUSY, PUNK 8
BETTING 9
GOT SOMETHING IN MIND 10
1 ON 1 11
SWEAT 11
2 HOT 11
POISON 11
SLAMS ONLY 12
IN A HIT 12
FRENZY 12
CUTTHROAT 12
CHIEF 13
ROOKIE 13
SLADE 13
JUDGE 13
CREDITS 14
WARRANTY 16

STARTING UP

To begin play, insert the Jammit Game Pak into the Super Nintendo Entertainment System® and turn the power on. Press the start button to get past each credit screen and into the Option screen. You must use the control pad to set play options by highlighting the desired settings.

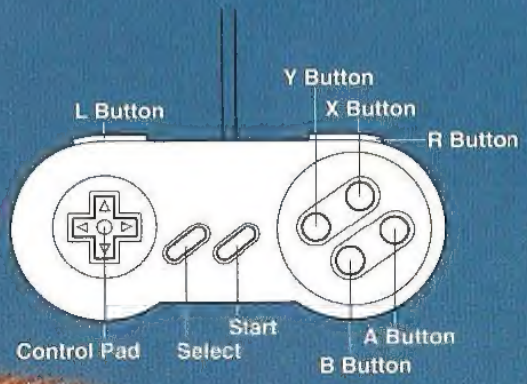
"THINK YOU'RE TOUGH!?"

Hey, dudes and dudettes, think you can handle yourselves on a basketball court? You do??? Well, I've got the perfect day lined up for you - and it WON'T be as easy as you think. How about a little one-on-one? I've arranged for the best players from the city's playgrounds to participate if you're up for it. Slade, Chill and Roxy are the three hoopsters most chosen for pick-up games around here. You get to control one of the three in an eight-round tournament of one-on-one games with a different game type in each round. You slam against one of the two other players for each game and bet on the games until one of your wads of cash disappears. If you can out-psych and outscore your way through all eight rounds, I'll put you up against the court king, Judge, in a winner-takes-all game of HIS choice on HIS court. And if you don't feel like taking on all that competition, go get a buddy and control two of our best in a one-on-one challenge of your choice. Either way you cut it, remember to play tough, aim well and, when you get a chance, JAMMIT!

TAKE CONTROL

"MOVE IT OR LOSE IT!"

Jammit is a fast-paced game with quick turnovers, so if you want to slide past the competition, you'd better know what you're doing. Jammit supports all six Super NES buttons! Here are your moves:



START button: When you press the START button during game play, you pause the game.

SELECT button: When you press the SELECT button during game play, the game stops and the following menu pops up on the screen.

QUIT: Move the basketball cursor to this selection and press the SELECT button to quit the current game. The words "EXIT?" appear. Press the SELECT button again to confirm.

PLAY: Move the basketball cursor to this selection and press the SELECT button to resume play.

PUMP UP: Move the basketball cursor to this selection and press the SELECT button to use one of your "pump up" power-ups. This action gives your player a boost of energy when he gets fatigued. But you only have three of these, so chill on the speed plays.

ACTION

OFFENSE:

+	Moves player in eight directions
A	Special dribble move - either avoids the opponent or charges, depending on player
B	1st press: player jumps with ball (if pressed quickly, player does a pump fake) 2nd press: player releases the ball when you want
X	Speeds up your player (increases fatigue)
Y	Underhand tip-in shot
L	Puts player in guard position
L+ R	Elbow jab
L+ B	Hook shot

DEFENSE:

+	Moves player in eight directions
B	1st press: player jumps 2nd press: player blocks shots
X	Speeds up your player (increases fatigue)
Y	Push opponents/ knocks them down
L	Guard opponent closely in order to block a shot or steal the ball
L+ R	Attempt to steal ball from your opponent

SLAM CAM MODE

When the player with the ball gets close to the basket and jumps, the point of view will change to a close-up of the basket in which the player can show off his/her slam dunk moves. This point of view is called the "Slam Cam." The controls for this mode are the following:

OFFENSE

+	Player can move left or right while soaring through the air.
B	1st press: player jumps 2nd press: player releases the ball

DEFENSE

+	Player can move to intercept the shooter.
B	1st press: player jumps 2nd press: player blocks shots

"PICK QUICK, PAL!"

There are two menus you use to set up games and play options in Jammit: the CHOICES menu and the OPTIONS menu. In both menus, move the basketball cursor with the + button and press the B button to confirm your selection.

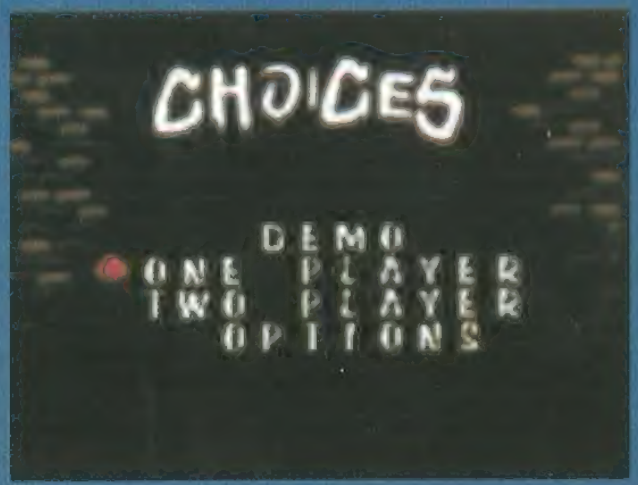
CHOICES MENU

DEMO: The computer will control both players in a demo of the game type of your choice, except for Cutthroat. This is the best way to see exactly how each game is played before you enter the tournament or play a buddy. After you select DEMO, Jammit will prompt you for your choice of game type, players and court. Sit back, pump up the volume and enjoy the slammin' and rammin'.

ONE PLAYER: Begins a one-player tournament. Jammit will ask you to choose a player from Roxy, Slade or Chill and then your initial bet ($100, $200 or $300).

TWO PLAYER: Begins a two-player exhibition game. Jammit will ask each player to choose their character and a court (except for The Palace and The Cutthroat Court).

OPTIONS: Brings up the OPTIONS menu.



OPTIONS MENU

TRASH TALKING: Brings up the TRASH TALKING submenu.

LOTS: Players will yammer away on the court.

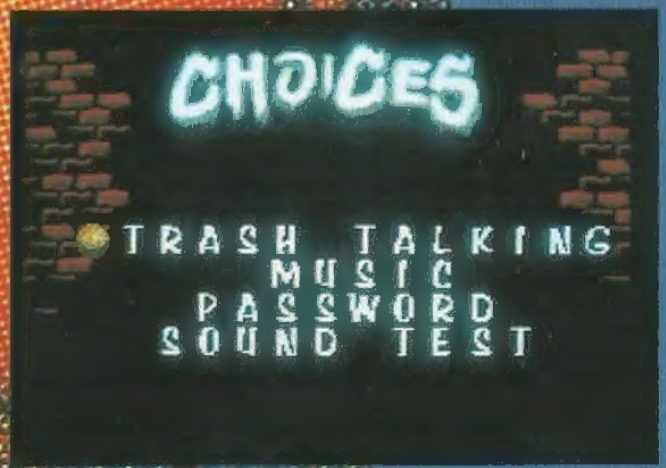
SOME: Players spurt out an insult occasionally.

OFF: Dissin' gets disabled.

MUSIC: Lets you choose between MUSIC ON and MUSIC OFF.

PASSWORD: Brings up the password screen. You earn passwords after each round of tournament play. Word up!

SOUND TEST: Lets you sample all of the sound effects and music clips from Jammit. You can keep the music going while you try the sound effects or turn off all background sounds so you can hear the chillin' sound bites all by themselves.



"LET'S GET BUSY, PUNK!"

Jammit has two game modes for maximum satisfaction. You can take on a friend who might brag about his abilities on the court or enter an intense competition all alone against the game's best players. Either way, you have your work cut out for you because Jammit contains all the moves, action and excitement of pick-up- games on a playground court made of concrete.

The rules are pretty simple in Jammit. Some of the game variations may be a bit more complicated than others, but it all boils down to this - the first player to reach the target score wins, no matter how dirty their moves might be. Jammit contains a "Trash Talk" feature in which the players constantly diss each other during the game. That doesn't stop you and your friend from doing the same while you're playing either! On defense, you should try to steal the ball immediately and block every shot the offensive player makes. On offense, the long shots are important, so learn how to make them from the area "outside the key." In the game variations that allow fouling, elbow jabs and pushes can make a BIG difference! Using the speed option helps you get around on the courts faster, but your player will begin to tire if you do this too often. When that happens, press the SELECT button and choose the PUMP UP option to return your player to normal.

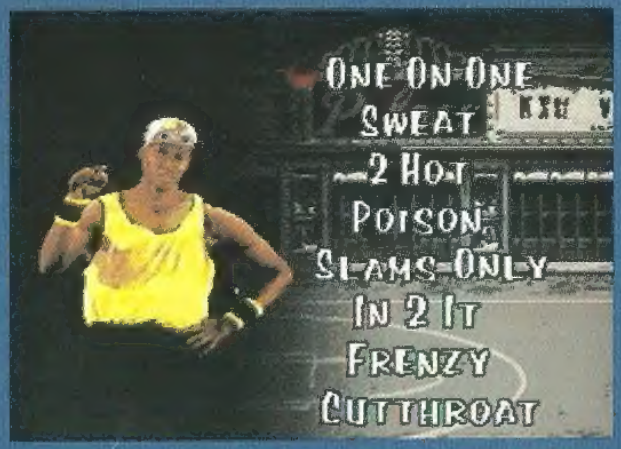
BETTING

The two-player games are fun when you've got a friend you want to pummel on the court. The one-player competition adds the excitement of advancing through the rounds in order to take on The Judge to become the one-on-one champion of the 'hood. At the beginning of each round, your opponent has $300 to bet. You can bet $100, $200 or $300 on a game. The loser forfeits that amount of money when the game is over. If you lose all your money, the competition ends. If you empty your opponent's wallet, you move on to the next round.

Each of the bets corresponds to a difficulty level, with $300 as the bet for the toughest game. If you can win each game on a $300 bet, you'll play The Judge in no time, but even the pros have trouble doing THAT. The eighth game variation, Cutthroat, can only be played in the competition. Once you win the Cutthroat round, you have a chance at The Judge in a winner-takes-all game of his choice in The Palace, his home turf. Beat The Judge and your name will be immortal in the history books of playground sports forever!

"GOT SOMETHING IN MIND?"

There are eight game variations in Jammit, but only seven of them are immediately accessible through the DEMO selection of the CHOICES menu or the two-player game. In order to play Cutthroat, you must last through seven rounds of game play in the one-player competition. Here are the eight game variations, their rules, the players' ranks at this variation and a short description:



1 ON 1

1st to 21 wins
Fouls enforced
Loser's outs

This is the normal, everyday type of one-on-one basketball that you see played on most playground courts.

SWEAT

1st to 21 wins
No fouls
Winner's outs

This is a more intense version of the 1 ON 1 variation in which opponents can play meaner because fouls are not enforced.

2 HOT

1st to 21 wins
Hot spot = 2 X score
Fouls enforced
Loser's outs

This variation is just like the 1 ON 1 variation, except that if you make a basket when you're standing on the moving X, you get double the value of that shot!

POISON

20 pts = poison
Score becomes 10
Fouls enforced
Loser's outs

POISON only differs from the 1 ON 1 variation in that if you reach a "poison" score of exactly 20 points, it gets reduced to 10 points. Strategy is very important in this variation over 18 points.

SLAMS ONLY

Only slams go in

Alley-oop others

No fouls

Winner's outs

Only slam dunks count in this game variation, so the action will stay close to the basket. The target score is 10 points. This is your chance to show off your best moves in the Slam Cam!

IN 2 IT

2 hot spots

Score from X's only

Fouls enforced

Winner's outs

Only baskets from X's count in this game variation. The target score is still 21 points. Accuracy is extremely important!

FRENZY

1 ball free 4 all

Score from X only

No fouls

1st to 10 wins

First player to 10 points wins this game. Both accuracy and timing are important because each basket must be made from a moving X position.

CUTTHROAT

Don't hit 20 or 13

3 freethrows on score

Missed freethrows are live

2 defenders

This variation is the most unusual of them all! Cutthroat is a three-player game in which two of the players are on defense at any one time. After each basket, you get three free throws, but if you miss the shot the ball is "live." If your score equals exactly 20 points or 13 points, 10 points are deducted from your score.

"YOUR WORST NIGHTMARE!"

Your choice of player in Jammit is not as trivial as you might think. If you have no talent for shooting, it might be a good idea to choose a player with a natural ability in that area. If your responses are slow, pick a speedy player. Following are some brief descriptions of Jammit's players and a chart comparing their strengths and weaknesses.

CHILL

5'11" 185 lbs.

Chill is the best player at slapping shots away from the basket. He also makes killer slams and ranks as one of the strongest players.

ROXY

6'1" 140 lbs.

Don't let Roxy's gender fool you! She can take on the best of the men OR women and run circles around them on the court. Roxy is a great long shooter and can also jump higher than the other players.

SLADE

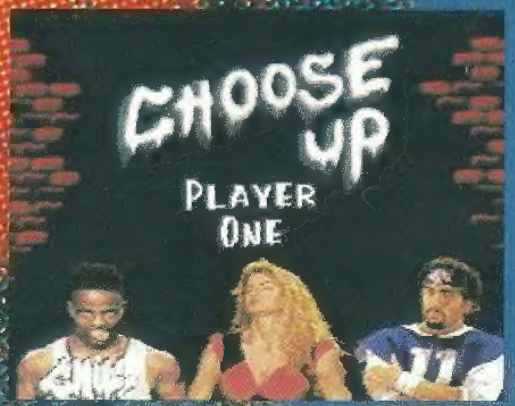
6'2" 180 lbs.

Slade is the fastest of the players. You won't tire Slade out because he has the highest stamina. So if you're built for speed, go with Slade!

JUDGE

6'4" 205 lbs.

The Judge excels in just about every category. For this reason, he is a very tough competitor. Move fast and aim every shot, for those are the only ways you will be able to overtake his superiority in size, weight and strength.



CREDITS

DIRECTOR
Paul Rhodes

SOFTWARE DESIGN
Bob Skinner
Phil Sorger

EXECUTIVE PRODUCER
Tom Casey

PRODUCER
Jerry Albright
Michael Birch

ASSISTANT PRODUCER
Nancy Near

ART DIRECTOR
Lori Nichols

GRAPHIC ARTISTS
Jenifer Bacon
Susan Hayden
Mark Macy
Brian McManamon

MUSIC
Dwight Stone
Dominique Widiez

MUSIC & SFX EDITOR
Terry Barnum

AUDIO DRIVER
©1993 Chip Level Designs

PRODUCTION MANAGER
Stephanie Koerner

QUALITY ASSURANCE
Rob Sablan
Stewart Spilkin

SNES PROGRAMMER
Mike Garber

STARRING
William S. Beckles
Josef Cannon
Joni Davis
Jonathon Yacker

SPECIAL THANKS
Danny Aijala
Dale Marvin
Dan Spirn
Joe Kosic
Tommy Tallarico
Dane Wygal
Junior Gin Bug

MARKETING MANAGER
Robert Burnett

LICENSE AGREEMENT AND WARRANTY INFORMATION

By using the software included with this agreement, you will indicate your acceptance of the terms of this legal agreement between you, the end user and GTE Interactive Media ("GTE"). The software and accompanying items are provided to you only upon the condition that you agree to the terms of this agreement. If you do not agree to the terms of this agreement and do not want your act of using the software to indicate your acceptance of the terms of this agreement, promptly return this software to your dealer for a full refund.

SOFTWARE LICENSE

GTE grants you a non-exclusive, non-transferable, limited license to use one copy of this software product for your personal use only. This software is licensed for use on a single computer in a single location. The software and its accompanying documentation are protected by United States copyright laws and international treaties and may not copied. All rights not expressly granted are reserved by GTE.

LIMITED 90 DAY WARRANTY

GTE warrants to the original purchaser of this software product that, under normal use, the media upon which the software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of original purchase ("Warranty Period").

WARRANTY CLAIMS

To make a warranty claim, please return the defective product, accompanied by a dated proof of purchase, your name, your address, and a statement of defect, to: GTE Interactive Media, P.O. Box 4358, Carlsbad, CA 92018-4358, or call (619) 431-4264 Mon.-Fri. 8AM-5PM PST.

WARRANTY EXCLUSIONS

GTE expressly disclaims any implied warranties with respect to the media and software, including warranties of merchantability or fitness for a particular purpose. Any warranties implied by law are limited in duration to the Warranty Period. Some states do not allow limitations on the duration of an implied warranty, so the above limitations may not apply to you. This warranty gives you specific legal rights. You may also have other rights which vary from state to state.

WARRANTY LIMITATIONS

GTE shall not be liable in any case for incidental, consequential, or other damages arising from any claim under this agreement, even if GTE has been advised of the possibility of such damages. In no event shall GTE's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

NOTES

NOTES